A Bloody Good Time

Monster Party has been mystifying gamers since its release in 1989.

Today it has a cult following, mostly thanks to its bizarre setting, deep-fried monsters, and so much blood it's amazing that Nintendo allowed Monster Party to be released at all.

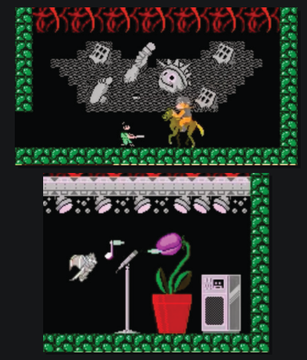
Mark was walking home from a ball game. He looked up and
"Who are you?"
"I'm looking for help." "Evil monsters are out of control
Bert grabbed Mark's hand and flew away. "What's your name?" "Mark."
"Like this?" Then they fused together.

Let's Get This Party Started!

What begins as a regular day for Mark soon turns... a bit weird.

Accosted by an alien monster named Bert, Mark soon finds himself whisked away to a strange dimension, sharing possession of his body with Bert, and is using his Louisville Slugger to bludgeon his way through hordes of monsters.

If you think that sounds a bit intense for an NES game, you're not wrong. In fact, this US release of Monster Party was toned way down. The original Famicom prototype was far bloodier and full of even more bizarre monsters.



This is where things get really weird.
HELLO! BABY!
EMPTY.
SORRY. I'M DEAD.
PLEASE RUN I PICK ON ME.
This sad pumpkin monster just wants to be left alone.
Beat him to death with a baseball bat to continue.
EMPTY.

When Mark eats these big green pills, he transforms into Bert and gains the ability to fly and fire demonic projectiles.

We feel pretty sure Mark's mom would totally have a cow if she knew. Winners, after all, don't use drugs. But if they do, they might become demonic. We aren't really sure. Ask your local D.A.R.E. officer if you have more questions.